ESC to quit
MICROVISION
PINBALL
BALLS
SPEED
PADDLE
GO
BALLS
SCORE

90 DAY LIMITED WARRANTY
ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105

PINBALL

MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

PINBALL

Try to hit the bumpers as many times as you can.

1. Slide ON/OFF switch up to ON. The option selection screen appears.
2. Press BALLS key to select the number (7, 5, 3, 1 or 9) of balls you want to play.
3. Press SPEED key to select the speed (Fast or Slow) of the ball.
4. Press PADDLE key to select the width (Triple or Double) of the paddle.
   Note: The Double width paddle only allows for diagonal play.
5. Press GO and the ball appears on the screen.
6. Turn the Control Knob on the console to move the ball to a starting position.
7. Press GO to shoot the ball. When you press GO the paddle appears on the screen. Use the Control Knob to move the paddle.
8. Bounce the ball off the paddle into the four bumpers. Try to keep the ball ricocheting off the bumpers to score points.
9. When you hit a bumper with the ball, you score 1 point. Hit the same bumper four times and it lights up. Every subsequent hit on this bumper earns you 2 points. When you get all four bumpers lit, you score 3 points for each subsequent hit.
10. When you miss a ball, your score appears on the screen. You will also see how many balls you have left to play.
11. Press GO to start a new round. Press GO again to shoot the ball.
12. When you have played the number of balls selected at the beginning of the game, your score for the game appears on the screen. (After reaching 999 points, you must add 1,000's to the score that shows on the screen.)
13. To start a new game, select your options then press GO twice. Remember to use the Control Knob to move the paddle from side to side as soon as the ball is in play.

Remember to turn the power off when not playing the game.

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